Ghoul Grind
Night of the Necromancer

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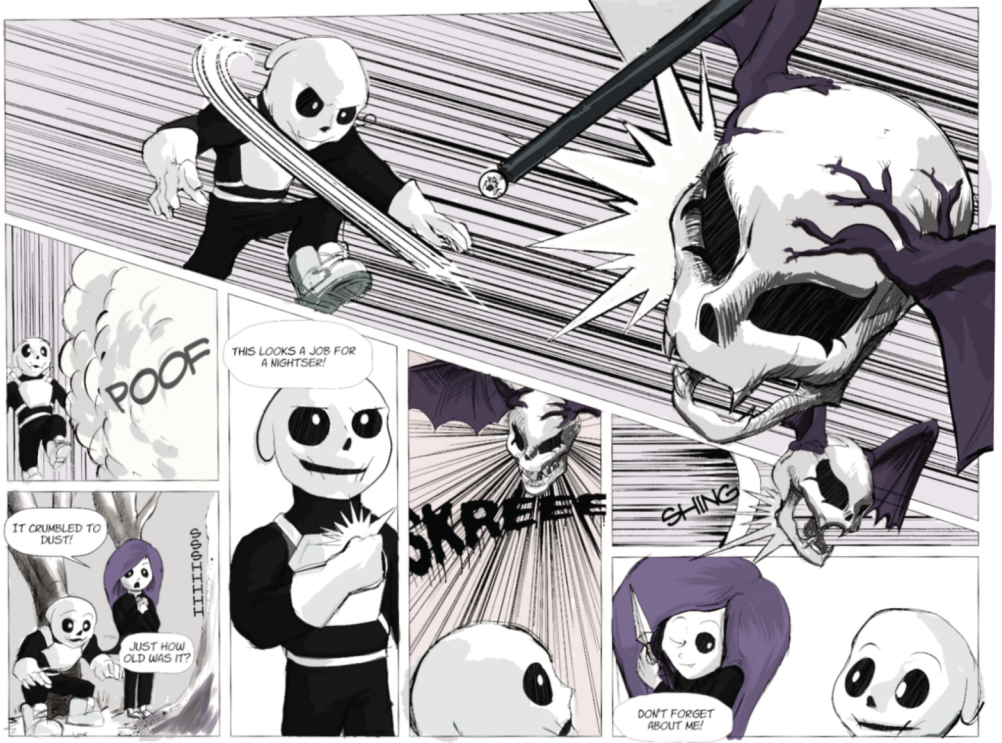
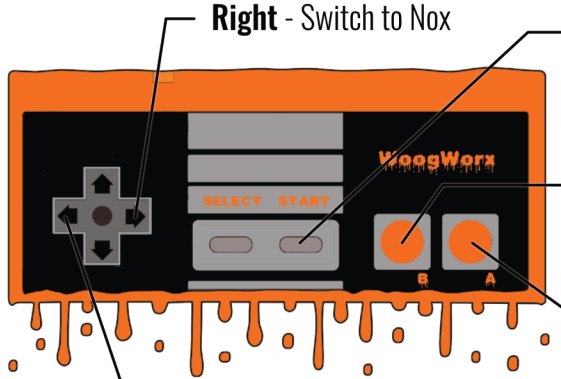
Story

On the eve of October 29th 199X, a possessed Vladimir Drachovi traverses the graves of Saint Crypton. With his newfound power of necromancy, Vlad awakens the resting townsfolk from their slumber. At their local hang out "The Spot" in the Crypton Woods, Nox Francisca and Veronica Mimieux are waiting for their friend Vlad to arrive so they can discuss their plans for Halloween. Unbeknownst to them, a newly awakened dead attacked them, and is struck down by Nox. Now that the dead have risen, Nox and Veronica journey to the graveyard to find the source of the necromancing and put it to an end.



How to play



Right - Switch to Nox

Pause

B - Shoot Projectiles

A - Jump

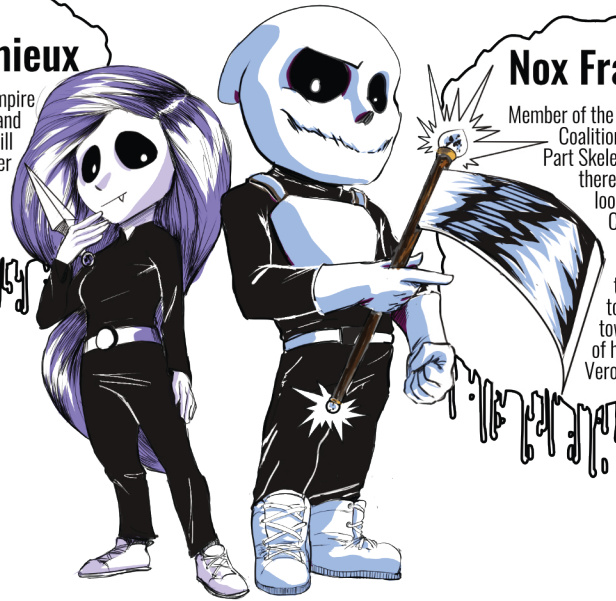
Left - Switch to Veronica

Veronica Mimieux

Daughter of the Mimieux Vampire Family. Adept with daggers, and a practiced enchanter. She will always be there to back up her boyfriend Nox when there is trouble.

Nox Francisca

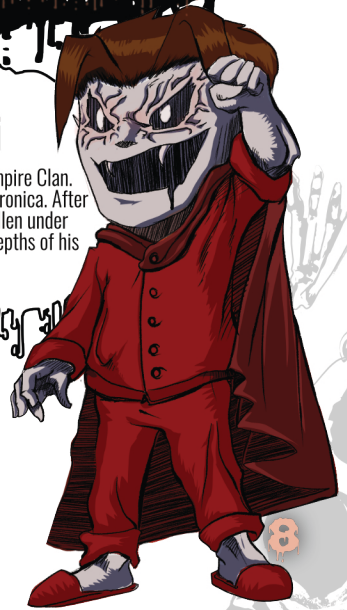
Member of the Crypton Nightser Coalition. Part Ghost, Part Skeleton, Full hero. If there is ever a threat looming over Saint Crypton, he will never hesitate to stop it in its tracks. Dedicated to protecting the town with the help of his girlfriend Veronica.



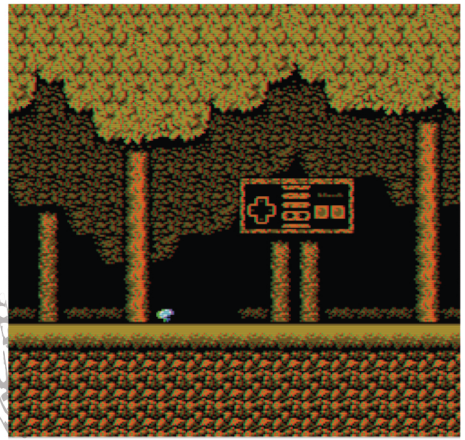
Main Characters

Vlad Drachovi

Part of the noble Drachovi Vampire Clan. Best friend of both Nox and Veronica. After a series of nightmares, he's fallen under the dark influences from the depths of his ancestral castle.



Areas

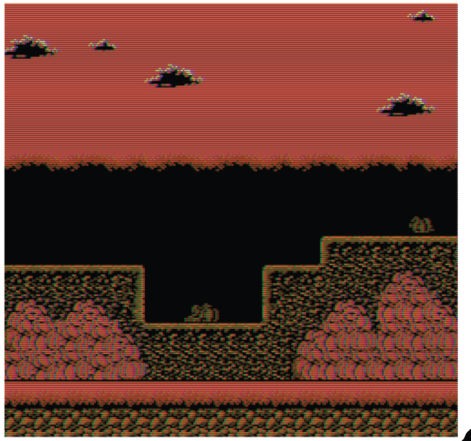


Training Grounds

Get your bearings as you leave The Spot and traverse The Crypton Woods.

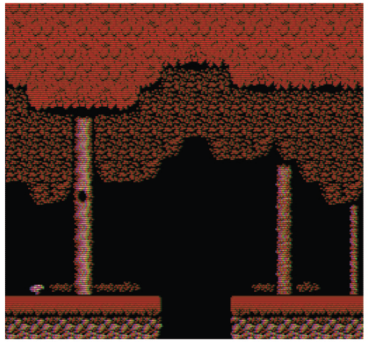
Crypton Churchyard

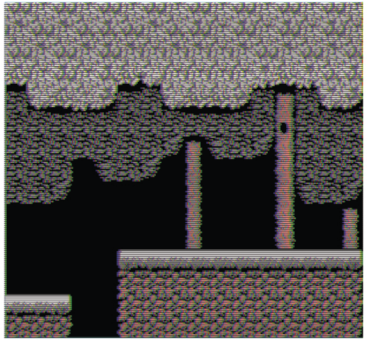
On the edge of the town bordering the Crypton Woods and leading to the town graves.

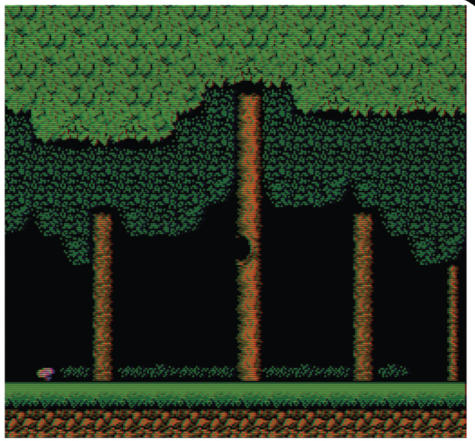


Pumpkin Patchyard

St. Crypton's local perpetual pumpkin patch. Home of the annual St. Crypton Harvest Festival.





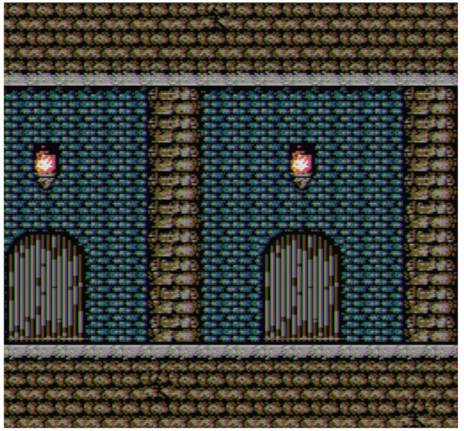


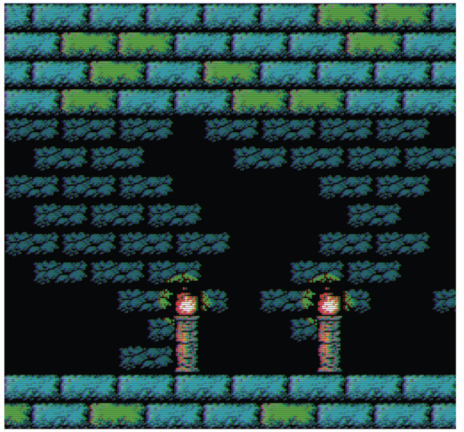
3 Season Forest

One of the many forests in St. Crypton that contains the seasonal climates of Spring, Fall, and Winter.

Crypton Undercroft

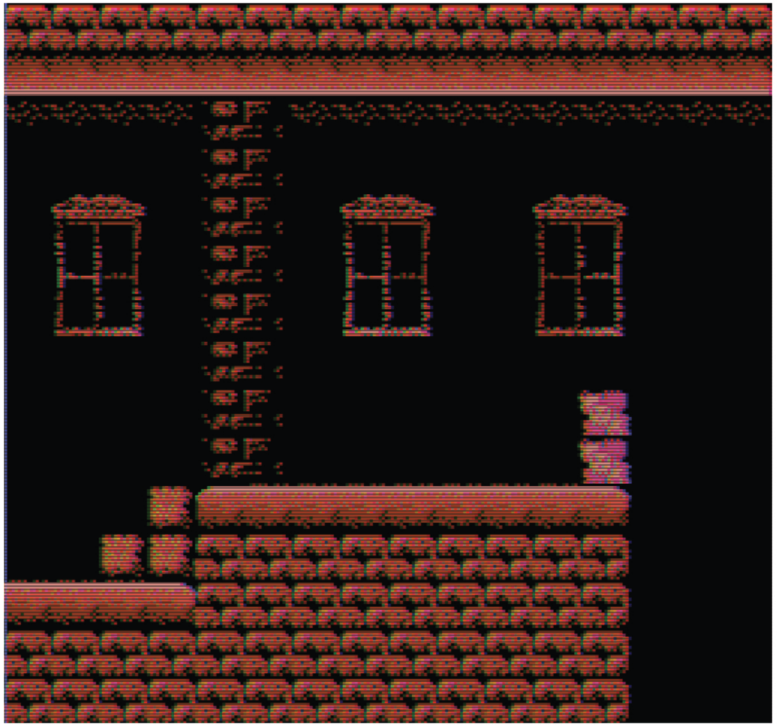
Beneath the 3 Season Forest, the oldest members of town rest in their Egyptian styled crypts.

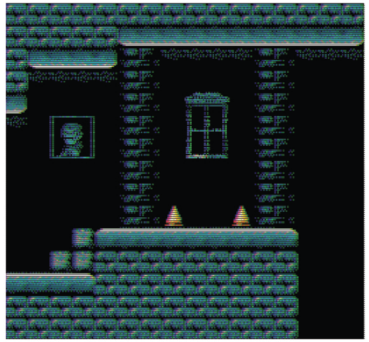


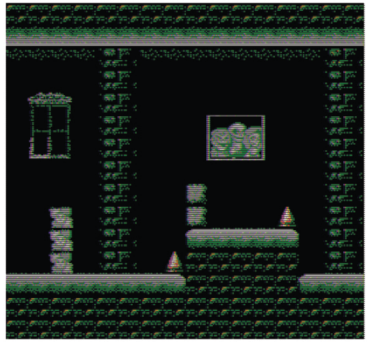


Drachovi Dungeon

Deep in the 3 Season Forest, above the Crypton Undercroft lies the Drachovi Dungeon, which has existed for generations beneath their manor.







Drachovi Manor

The mansion of the noble and powerful Drachovi Family, home of Vlad and center of local St. Crypton history.

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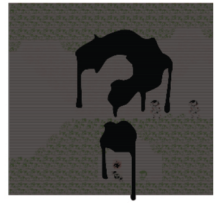
Secrets abound in St. Crypton,..What can yet be found beneath the surface?



Elders

Eldest of the Zomboids, surpassing the physical realm. Nox and Veronica's projectiles pass through them but, they remain deadly.

Skullter

Oldest and most agitated of the townsfolk, watch out for their elevated jumps.

Zombuds

Beheaded zomboids that will shoot concentrated fireballs at you.

Zomboids

Simplest of townsfolk, they'll come toward you but they're truly just wanting to go back to sleep.

Undead

Gourdmage

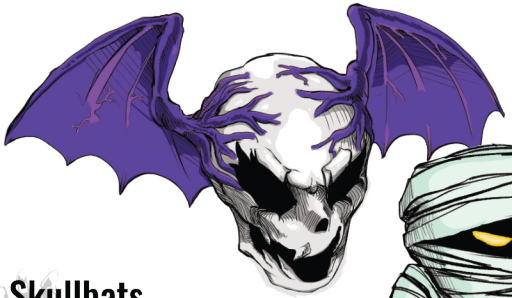
A pumpkin headed mage, wielding the cranium of an undead townsperson, watch out for incoming balefire!

Torchers

Beheaded Skullters, still able to jump with the power to shoot concentrated balefire.

Gourdbats

Like their cranial counterparts but, pumpkin flavored. Get'em before they get you.



Skullbats

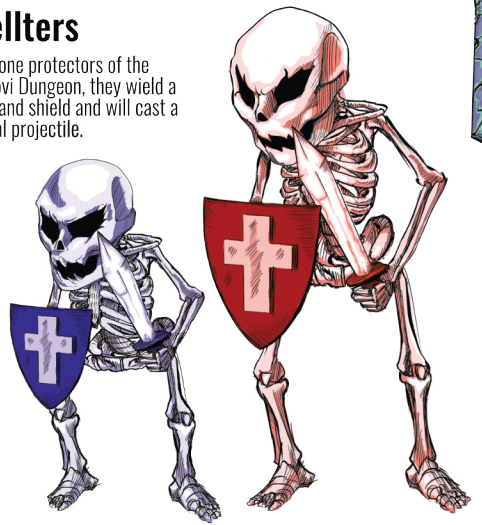
A possessed skeletal fusion of a skull and magically created wings. Tricky to avoid, better put to rest.

Mumboids

Akin to the Zomboids, these guys will advance straight towards you but, be cautious of their unpredicatable leap!

Skellters

Long gone protectors of the Drachovi Dungeon, they wield a sword and shield and will cast a magical projectile.



Opticlops

These one eyed plinths lie in wait on the ceiling, shoot them in mid air to stop them before they stop you!

Pumking

King of the Gourds and all that is Gourdy. Protector of the Pumpkin Patchyard who rests in The Parliamentary Pumpkin Pile.

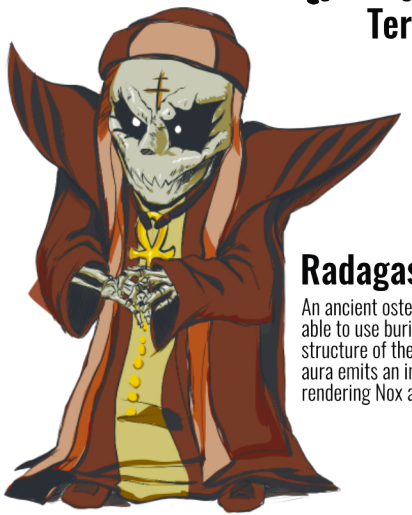
Wolfen Von Dümstein

Granted the power of necromancy through a medallion by Vlad Drachovi. This wolf-like Ne'er-do-well agreed to help Vlad for unknown reasons.

Sir Miles Alaric

A ancient member of the Crypton Nightser Coalition equipped with an enchanted sword and shield, resurrected to serve Vlad at the border of The Crypton Woods.

Vlad's Lieutenants



Terminus the Executioner

A servant of the darker powers present in the bowels of the Drachovi Manor. Uses the severed heads of his many victims throughout the centuries as projectiles. He has once again come into the service of a necromancer. In this case, Vladimir.

Radagast Academicus

An ancient osteomancer from an era long past, able to use buried bones to manipulate the structure of the Crypton Undercroft. His spectral aura emits an impenetrable protection shield rendering Nox and Veronica's weaponry useless.

Notes

Credits

Two homebrew indie developers working hard to bring you retro-themed entertainment.

Special Thanks

Dale Coop - ASM Support

Kasumi - ASM Support

The NESmaker Community - Support and Coding Solutions

All of our Kickstarter backers!

We couldn't have done it without you!

WOOF
WORX